## JOINT INFORMATION ENGINEERING ORGANIZATION

# Parkridge III, 10701 Parkridge Boulevard, Reston, VA 20191 SYMBOLOGY STANDARDS MANAGEMENT COMMITTEE DIRECTIVE

<b>SSMC NO: 3-01</b>	Date: August 24, 2001
CP No: MIL00-29B	Title: Add Hide Point
Originator, Name and Address:	
Army/PM EFCCS	
SSMC Action:	Decision:
Approved  Approved with Changes  Withdrawn  Deferred  Declared Substantive  By:  Disapproved  Testing Required  Prior to Decision  Subsequent to Decision  Allied Coordination Required	Approved as modified. See attached CP for approved modifications.
Approve Disapprove N/A	
Na	MA NC EO A Chairperson
	Nay Onn Ondersen (Signature)

SYMBOLOGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM							
CHANGE PROPOSAL NUMBER MIL00-29B							
ORIGINATOR	SPONSOR DATE RECEIVED DATE OF AC						
PM FATDS	I FATDS ARMY 1 September 2000 August 23, 2001						
CHANGE PROPOSAL TITLE							
ADD NEW SYMBOL, <b>HIDE POINT</b>							
SUGGESTED CHANGE							

The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.

- 1. The purpose of the Hide Point symbol is to graphically display firing element (Howitzer/MLRS) hide locations to commanders in the Common Operational picture (COP)/Common Tactical Picture (CTP).
- 2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Points" hierarchy, 2.X.4.1, figure B-17, and table B-IV.

#### **OVERVIEW**

Currently, the standard does not contain a symbol depicting Hide Points. The purpose of the Hide Point symbol is to display graphically to commanders and operators in the COP/CTP a designated location, where firing elements (Howitzers/MLRS) would hide while not engaged in a fire mission. Incorporation into MIL STD 2525B, which will be used in GSD, will allow the symbols to be transmitted/received by all battlefield systems. Hide Points are a required symbol in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of Hide Points for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.

#### OPERATIONAL DESCRIPTION

In general, a Hide Point is used to display a designated firing elements (Howitzer/MLRS) hide location for firing elements while not engaged in a fire mission. One (1) point location is required to display a Hide Point. The minimum information required to interoperate with another is defined below.

#### **IMPLEMENTATION**

Description: Fire Support, Point, Command and Control, Hide Point

#### Parameters

- 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
- 2.Size/Shape. Static.

3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.

Static/Dynamic: Static

Hierarchy: 2.X.4.1.2.5

Symbol ID: G\*F\*PCH---\*\*\*X

SYMBOLOGY CONFIGURATION MANAGEMENT								
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	JIEO AN	NALYSIS						
OVERVIEW:								
POTENTIAL CONFLICTS WITH EXISTING SYMBOLOGY:								
CONFORMANCE TO SYMBOL GUIDELINES:								
ADEQUACY AND IMPACT ON OTHER PROGRAMS:								
	C/S/A COMMENTS							

## DECISION NOTICE

SSMC 3-01: Approved as amended. MIL00-29A Implementation section was amended by removing the words "in 90 degree increments" from paragraph 3 of the parameters and by changing "Fixed/Dynamic: Dynamic" to read "Static/Dynamic: Static". See parameters paragraph above and in the example in Table B-IV of the attachment.

### Attachment A

#### Tasks:

1. Modify Figure B-17.1 to reflect the addition of the Hide Point symbol.

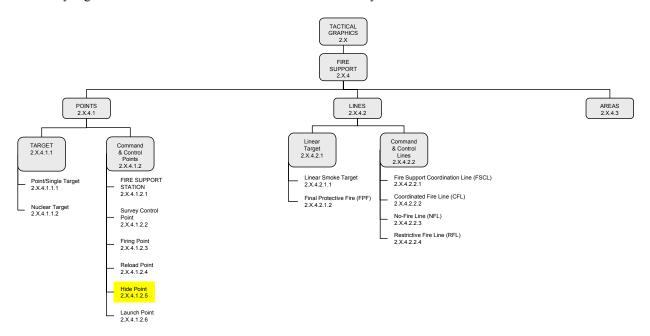


Figure B-17.1. Fire Support.

2. Modify Table B-III to reflect the addition of the Hide Point symbol's hierarchy number and symbol ID.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS		FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION	
2.X.4	G	*	F	*			 **	**	Χ	FIRE SUPPORT	
2.X.4.1	G	*	F	*	P-		 **	**	Χ	POINT	
2.X.4.1.1	G	*	F	*	PT		 **	**	Χ	TARGET	
2.X.4.1.1.1	G	*	F	*	PT	S-	 **	**	Χ	POINT/SINGLE TARGET	
2.X.4.1.1.2	G	*	F	*	PT	N-	 **	**	Χ	NUCLEAR TARGET	
2.X.4.1.2	G	*	F	*	PC		 **	**	Χ	COMMAND AND CONTROL	
2.X.4.1.2.1	G	*	F	*	PC	F-	 **	**	Χ	FIRE SUPPORT STATION	
2.X.4.1.2.2	G	*	F	*	PC	S-	 **	**	Χ	SURVEY CONTROL POINT (SCP)	
2.X.4.1.2.3	G	*	F	*	PC	B-	 **	**	Х	FIRING POINT	
2.X.4.1.2.4	G	*	F	*	PC	R-	 **	**	Χ	RELOAD POINT	
2.X.4.1.2.5	G	*	F	*	PC	H-	 **	**	X	HIDE POINT	
2.X.4.1.2.6	G	*	F	*	PC	L-	 **	**	Х	LAUNCH POINT	
2.X.4.2	G	*	F	*	L-		 **	**	Χ	LINES	

## Attachment A

3. Modify Table B-IV to reflect the addition of the Hide Point symbol's hierarchy number, symbol ID and graphics.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC		
	DYNAMIC	SYM-ID			
FIRE SUPPORT POINT COMMAND AND CONTROL	N/A	2.X.4.1.2			
FIRE SUPPORT POINT COMMAND AND CONTROL FIRE SUPPORT STATION		2.X.4.1.2.1	T		
Parameters  1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.		G*FPPCF ****X	CENTER PT.		
2. Size/Shape. Static.	S	Example			
3. Orientation. The graphic is typically centered over the desired location.			FSS 7		
FIRE SUPPORT POINT COMMAND AND CONTROL SURVEY CONTROL POINT (SCP)		2.X.4.1.2.2	H W SCP T		
Parameters  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.	S	G*FPPCS ****X	W1 SCP		
3.Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.		Example	SCP 3		
			<b>Y</b>		

FIRE SUPPORT POINT COMMAND AND CONTROL FIRING POINT  Parameters  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.	STATIC/ DYNAMIC	HIERARCHY SYM-ID  2.X.4.1.2.3  G*FPPCB ****X	TACTICAL GRAPHIC  H W FP T W1 FP T ANCHOR POINT
FIRE SUPPORT POINT COMMAND AND CONTROL RELOAD POINT  Parameters  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.	s	2.X.4.1.2.4  G*FPPCR ****X  Example	W RLP T ANCHOR POINT
FIRE SUPPORT POINT COMMAND AND CONTROL HIDE POINT  Parameters  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.	s	2.X.4.1.2.5  G*FPPCH ****X  Example	HP T ANCHOR POINT